

## General Guidelines for the Junior Tennis League: (Fall 2009)

*Thanks for playing in the junior tennis league. Please read the requirements and general rules below. Later this week you will receive a roster of all players in the league. Use the roster to contact people who you will play as well as for contacting the Tennis Center, Jim Thompson or Gus Teller.*

### Player Requirements:

#### Contacting your opponent to schedule a match:

It is up to players to contact each other if they are scheduled to play one another. Players will know via email, who they will be playing at the beginning of each week (Monday). Players need to coordinate a time to play and reserve an outdoor court at the Tennis Center (231-5908). Courts are subject to availability so make sure to schedule ASAP. If no court time is available at the Tennis Center, players can play at any court in Blacksburg or at Virginia Tech.

#### Reporting Scores:

It is important that match results are emailed as soon as possible after completion of a match. After a match is completed, players need to email the results to Gus Teller ([gusteller@verizon.net](mailto:gusteller@verizon.net)) so that the match can be recorded.

#### Finding a Substitute:

If a player cannot play, it is up to that player to find a substitute. This can be done by calling another player on the roster or finding someone else to play who is not on the roster. If a substitute player wins a match, no change in the ladder standings will occur. However, if a substitute player loses, the winning league player will move up on the ladder. **If a league player cannot find a substitute, he/she forfeits the match and moves down on the ladder. We want to give as much court time to all players. Please be considerate and find a substitute rather than forfeiting a match.**

### General Rules About Scoring and Court Play:

#### All games will be 2 sets:

Each set is a race to 6 games. The first player to win 6 games in both sets wins the match. If the score reaches 6-6 in any set, a 7 point tiebreaker is played to determine the winner. If each player wins one set, the match will be decided by a 10 point tiebreaker. (See below)

#### Regular scoring:

15, 30, 40, game. If the score reaches 40-40 or deuce you must win 2 consecutive points to win the game. The player winning the first point after deuce gets the advantage or "ad." If the player with the advantage wins the point, he wins the game. If not, the score reverts to deuce – the only time a score ever goes backwards in tennis. The game keeps going until the player with the "ad" wins the point.

#### 7 Point Tie-Breaker:

This is considered the last game if the score of a set reaches 6-6. The first player to reach 7 points with a 2-point margin is the winner. The first point is served to the deuce court. Players alternate serving 2 points each after the first point serving to the ad court first and the deuce court second.

#### 10 Point Tie Breaker:

This is considered the deciding game if both players are tied at one set apiece. The first point is served to the deuce court. The first player to reach 10 points with a 2-point margin is the winner. Players alternate serving 2 points each after the first point serving to the ad court first and the deuce court second.

#### Changing ends:

Players should change ends of the court on odd number games.

#### Spinning the racquet:

One player should spin the racquet on the ground and the other player should call up or down before the warm-up. The winner has two choices. 1. To serve 2. To receive

#### Calling out the score:

Call out the score before each point. It is the server's responsibility to call out the score. If your opponent is not calling out the score, call it yourself. If you and your opponent lose track of the score, meet at the net and back track points. If you still cannot remember the score, go back to the last point where you and your opponent can agree on the score and begin playing again from that point.